



The following events are useful, present in the recording and their time stamps are recorded here:

- 6:00 Confusion over which cards are which [Jessica adds labels on the back of the cards]
- 7:00 Confusion placing Goal cards
- 10:30 Problem accessing face up resource cards
- 13:40 Players interpret the pink of the board spot to mean unknown.
- 19:57 "\$5? Yeah, so that says it's worth 4 of this or 4 of this, but you have to pay \$5. No, but, like, at the time you play it, I'm guessing." "But this one does not have a price tag. Right. So I guess that means it's free. " Initial confusion about pricing but its resolved

We assessed learning by asking a series of questions following the game:

How was your trip?

- 26:08 "They were fun! We saw each other." [This points towards fellowship as source of fun]

Any notable moments?

- 26:20 "I thought it was really funny how I kept pulling good unknown cards, so I was really lucky," [Confirmed distribution of unknown cards was improved]

What do you remember from the cards?

- 27:00 "I remember. Having to say something nice about the baggage system." [points towards greater learning when interacting]

- 27:06 “I guess I could recite the cards. I remember clean bathrooms. I remember baggage claim card. I remember translations” [points towards information outcome]
- “I remember his card. What is good about baggage systems? And I learned, sometimes, I will lose my health. In 3 more stops, I would die.” [less learning]

We will make the following changes to gameplay:

- Initial placement of goal cards doesn't need to be complex at the start so we changed the rules so they start at 1.
- Add instructions in the rules to lay out 3 resource cards
- We updated the board to be color coded to match the cards.